Samurai to Shogun –Japan Under the Shoguns

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| Game Elements | |
| Game Dynamics | Explanations/examples |
| Constraints | HT4-3 describes and assesses the motives and actions of past individuals and groups in the context of past societies  HT4-4 describes and explains the causes  and effects of events and developments of past societies over time  HT4-9 uses a range of historical terms and concepts when communicating an  understanding of the past  50 minute game  5 minutes for each conquest. |
| Emotions | Empathy, anger, hopeless, exhilaration |
| Narrative | Students are to pretend that they are a Daimyo in Feudal Japan. Within their domain they have samurai, peasants, merchants and outcasts. The Daimyo wants to become the Shogun of Japan and they need to conquer 10 domains in order to become shogun. However, there are 5 other Daimyo who also want to become Shogun. Students need to conquer, form alliances and trade to rule Japan. |
| Progression | Student progression is displayed via a map of Japan that is divided up into 30 domains. Each Daimyo’s domain is coded with a different symbol. Once a domain is conquered that Daimyo’s symbol will appear on the new domain. This will allow students to monitor their own and other group’s progression. |
| Relationships | Each domain will have 4-5 students in it. They will have to plan, discuss and brainstorm strategies using clues from historical sources before they can conquer an adjacent domain. |
| Game Mechanics |  |
| Challenges | Conquer 50 Domains in one hour. Students will have to conquer or form an alliance with one domain every 5 minutes. If they take longer than 5 minutes a penalty of troops and resources will ensue.  From domain to domain the level of difficulty in the source increases.  Each new domain presents its own challenges, with different geography, customs, religions etc. |
| Chance | Unknown domains can be bonus domains. Once conquered students can annex other conquered domains from the other Daimyos. Other rewards can be forced amalgamation through an analysis which in affect would remove a daimyo from the game. However, increasing number of domains required to 16. After conquering some domains you may receive additional Samurai, peasants or merchants and these can be traded between daimyo groups. |
| Competition/cooperation | Students work together in groups to develop a strategy for each domain. They have competition between groups to complete each conquest within the time limit. Groups can work together by trading resources and troops. |
| Feedback | Map of Japan will display conquered domains by the different daimyo groups. |
| Resource Acquisition | Students will need to require different amounts of resources in order to conquer each new domain. These can be achieved through victory cards after every successful conquest, or bonuses from unknown domains and trading with other Daimyos. |
| Rewards | Extra resources can be earned by completing a conquest within 3 minutes instead of the required 5 minutes. |
| Transactions | Daimyos can trade resources, samurai etc. If one Daimyo group has 3 or less domains after 40 minutes they can pledge loyalty to another Daimyo. After pledging loyalty they are still free to conquer other domains but will be doing it for their new Daimyo. |
| Turns | Each group has a different conquest to complete due to their unique location in Japan. Once a strategy has been agreed upon they will need to get to the teacher quickly to decide if their strategy has been successful and receive the source/ clue for their next conquest. |
| Win states | Conquer more than 6 Domains = a merit award  Conquer 10 domains = a merit + a chocolate  Win the game by eliminating all other Daimyos = a faculty award (4 merits) + a chocolate |
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